

## THE HEIST



**SCORE x CUT = WIN**

You and your crew have 20 spins to SCORE as much cash as possible before the cops arrive. You'll get your CUT of the SCORE after the 20th spin.

## SCORE AND CUT



Gold Coin, Big Heist and Score MULTIPLIER symbols increase the overall SCORE. Cut symbols increase your CUT.

## BIG HEIST



The MINI, MINOR, MAJOR and MEGA Big Heist prizes are added to the SCORE when you land them.

## FREE SPINS



3 FREE SPINS scatters trigger FREE SPINS.



The FREE SPINS bonus gives you 8 more spins before the cops arrive. Only symbols contributing to the SCORE and your CUT can land in FREE SPINS.

## SYMBOL WINS



Substitute for all paying symbols.





## SPECIAL SYMBOLS AND FEATURES

### WILD

Substitutes for all paying symbols and counts as the symbol which forms the longest winning combination on a single win line.

### BANK HEIST

The Bank Heist takes place in a cycle of 20 spins, indicated by a countdown counter above the reels. Additionally, 2 stats are displayed – the Heist SCORE amount and the CUT percentage. During the Heist the SCORE can be increased by landing Gold Coins, Big Heist or Heist MULTIPLIER scatters. The SCORE cannot exceed 10,000x.

The CUT percentage can also be increased by landing Cut scatters. It cannot exceed 100%. After the last spin of the Heist a portion of the scored cash amount equal to the CUT percentage is awarded.

### CUT SCATTER

The Cut scatter holds a random percentage value. The possible values are 1%, 2%, 3%, 5%, 10%, 20% or 50%. Each Cut symbol that lands increases the CUT percentage by its value.

### GOLD COINS

The Gold Coins hold a cash value representing a stake MULTIPLIER. The possible MULTIPLIERS are 1x, 2x, 3x, 5x, 10x, 15x or 20x. Each Gold Coin that lands increases the Heist SCORE by its value.

### BIG HEIST

4 Big Heist prizes are displayed above the reels – MINI, MINOR, MAJOR and MEGA. The prizes represent a stake MULTIPLIER as follows:

MINI: 25x

MINOR: 100x

MAJOR: 1000x

MEGA: 10000x

The Big Heist prizes are represented by symbols. Each Big Heist symbol that lands increases the Heist SCORE by the corresponding value.

### SCORE MULTIPLIER

The Score MULTIPLIER scatter holds a random MULTIPLIER value. The possible MULTIPLIERS are x2, x3, x5 or x10. Landing a Score MULTIPLIER scatter will multiply the currently accumulated SCORE amount by its value. The Score MULTIPLIER is applied to the SCORE after any other increments from Gold Coins or Big Heist symbols.

### FREE SPINS

Landing 3, 4 or 5 FREE SPINS scatters anywhere on the reels triggers 8, 12 or 20 FREE SPINS respectively.

During FREE SPINS only Gold Coins, Big Heist, Score MULTIPLIER and Cut symbols can land and they lock for the duration of the bonus round. The spins are not counted in the spin cycle giving extra rounds to increase the Heist SCORE amount and the CUT percentage.

The bonus round ends if all positions on the reels are filled with locked symbols.

## HOW TO PLAY TAKE THE MONEY

### Game Progress

Any progress features in the game, including symbols locked onto the reels which affect subsequent spins, are saved for your game at the stake level you are playing at.

You can have different progress levels at different stakes on the same game, and move between them by changing the stake.

If you are awarded free spins from a promotional campaign any progress in the main game including any locked symbols, will be saved and be available to continue playing at the same stake once the free spins have been completed.

Please note that this stateful game saves its state forever.

### Total Stake

The Total Stake is the total of stakes per line. You can adjust it at any time, using the + or – buttons.

## Spin the Reels

If you are playing on desktop, click the Spin button or press the spacebar to spin.

### General types of games

Check the pays menu in the game payable if you are not sure of the game type.

The values related to each symbol, shown either on the slot scene or on the dedicated Symbol Wins pages of the Pays menu, represent stake multipliers and not credits.

Winning combinations and payouts are made according to the Paytable.

If you are playing a Lines game, the prize value from one payline is equal to the total stake multiplied by the symbol multiplier advertised in the Paytable. Where multiple wins occur on multiple win lines, the total win values are summed. If more than one win occurs on the same payline, the largest win is paid. Each individual payline can pay only once per spin.

If you are playing a Ways or a Cluster game, the prize value from one way or winning cluster is equal to the payout advertised in the payable. Where multiple wins occur on multiple ways or clusters, the total win values are summed. If more than one win occurs on the same way or cluster, the largest win is paid.

If there is a Scatter Symbol in the game, all wins will be paid in addition to any other symbol wins occurring on the same spin. If you are playing a Scatter Pays game only the highest winning combination is paid per symbol.

Please be aware that each account allows only a single game to be played at any one time. Therefore, a game should not be played on more than one device, or multiple games on the same device simultaneously. Doing so may lead to various errors.

In case of an incomplete game round due to connection loss where the result has not yet occurred, the game will generate an outcome for the round, which will be shown upon restoring of connection and the result will be visible in the Game History after refreshing the game.

In case of an incomplete game round due to connection loss where the result has occurred, but the player could not be informed of this fact, the game will inform the player of the outcome upon refreshing of the game and the result will be visible in the Game History.

For the best gaming experience, use of the latest version of software is recommended.

Malfunction voids all pays and plays.

RTP ≈

Minimum stake: \$0.10

Maximum stake: \$40

Game Version: 4.0.1

Any game in progress for more than 35 days will be cancelled, and the corresponding bet will be refunded.

Winnings are paid according to the payout table. Notwithstanding the foregoing, should an upper winning limit be specified, said limit will prevail. However, the upper limit may be unreachable depending on the game's bet configurations.

Some features, such as Buy Bonus, Buy Pass, Fortune Spins, Feature Buy, Turbo and Speed Spins, some other configurable features and additional bets may not be available

## WITH PROGRESSIVES

### **Jackpot Game**

Win one of the offered jackpot tiers when three or more jackpot symbols appear on the reels or the jackpot is triggered by a game feature. Spin the jackpot wheel to determine which of the offered jackpot tiers will be won. The size of the segments on the jackpot wheel do not correlate to the odds of winning each jackpot tier represented. The chances of winning a jackpot increase in correlation with the size of the stake played. The jackpot is triggered randomly and can be won by playing any of the linked jackpot games. To win the jackpot, the player is not required to make any decision other than to spin the reels. The stake value cannot be changed during free spins. Internet connectivity issues may cause delays in jackpot messages or updates, but they do not affect actual jackpot wins. It is not possible for two players to win the same jackpot. In the event two jackpot winnings occur close to one another the jackpot will be assigned in their respective order. Due to connectivity issues the jackpot value displayed may differ from the effective jackpot value. The jackpot could be temporary deactivated, when this occurs all contributions are paused. The jackpot amount available upon reactivation will be the same as before the deactivation.

### **Progressive Jackpot**

The progressive jackpot is accumulated by all stakes on games offering these jackpots and, in some cases, the jackpots may be offered on multiple websites. A percentage of each total bet is added to a common pot. Part of this contribution is used to form the progressively increasing jackpot amounts, and the other part, contributes to a seed fund, which is the minimum amount of money guaranteed to be made available to players after a jackpot is won by qualifying players. Once the jackpot has been won, a new progressive jackpot will be made available and the process repeats. The jackpot can be triggered and won by a single spin from a single user only. This jackpot does not have a ceiling value and can be won at any time. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

### **Time Jackpot**

The time jackpot is a progressive jackpot which is guaranteed to pay out before a set date and time. The prize pot grows with the contributions from the stake of each spin on a jackpot game, and the closer the prize pot gets to the advertised guaranteed latest payout time, the greater the odds of winning it.

Odds increase up to 100% when the guaranteed latest payout time is reached. Once the jackpot has been won, a new time jackpot will be made available and the process repeats with a new deadline for the next guaranteed payout. The jackpot can be triggered and won by a single spin from a single user only. This jackpot does not have a ceiling but must be won before the date and time specified. When the jackpot is won by another player, a notification appears in the jackpot panel. Once won, the amount is transferred directly to the user wallet, even if it is won during a bonus spin.

### **Dynamic Jackpot Allocation**

Only the first \$2 of a stake is eligible to win the time jackpot.

Stake amounts in excess of \$2 are contributed directly to the progressive jackpot.

### **Daily Drop (time)**

Current starting value is: \$200, Next minimum starting value is: \$200

### **Super Drop (progressive)**

Current starting value is: \$5,000.00, Next minimum starting value is: \$5,000.00

The RTP shown in the game help screens includes the 3% progressive jackpots contribution.